
Subject: Re: Map implementation

Posted by [cbpporter](#) on Wed, 10 Apr 2019 09:39:25 GMT

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I tested the "h - 362437 * SwapEndian32(h);" version and so far it seems to fix the collision issue and also regularly blows std::set out of the water. Needs more testing to cover enough cases. I also talked with a colleague and his hashmap version is supposedly 3x+ faster than stl, so it looks like it is very possible to greatly outperform it.

I will test the 2833151717 version too.

And with other types, like points and strings.

Anyway, Index has been highly educational. A lot of resources out there are either very basic, talking more about the principles of managing buckets or are about taking something that works very well and squeezing the last bits of performance out of it.

I'm still not experienced enough to tell how well things should be distributed when "map" inside HashBase grows, but I added plenty of debug methods...